SUN DEVIL – M808B2 AIR DEFENSE SYSTEM

ARMOURED – BUILD RATING 4

MOVE	SOAK	REACT	IMPACT
8/12"	3	10/12	3

DAMAGE			
	6	6	5

WEAPONS	RANGE	ARC	AP	AT	AA
Auto-Cannons	20/40"	ALL	7	3	14
Devastating (FLY): Gain +1 Firepower Rating shooting at Flyer Elements.					
Lock On: Gain +1 Firepower Rating when firing at Long Range.					
Heavy Machine Gun	10/20"	FRONT	6	1	3
Suppression (+2): Add 2 to all enemy Suppression Tests.					

UNIT LOADOUTS

Aerial Insertion: Up to 1 Sun Devil may be deployed via a Combat Drop Air Support Mission.
Scour the Skies: React on 7/9 against Flyers.

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TYPE
ARMOURED

ELEMENTS
1

POINTS
250

Built on a slightly modified Scorpion tank hull, the Sun Devil uses a full-rotation turret fitted with two twin-linked 40mm autocannons. Ostensibly an anti-aircraft vehicle, the Sun Devil was used in anti-personnel role throughout the insurrection years, and proved to be very effective in clearing Covenant light infantry from contested points.

Though it can be used against ground targets, the Sun Devil's threat tracking and targeting system makes it very effective against Covenant flyers, such as the Banshee.

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